

**ABSTRACT**

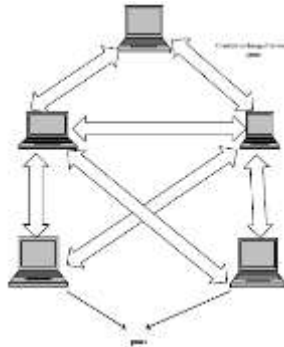
Implementation of novel secure data exchange protocol for P2PDSS in public health domain using pairing-based cryptography and data exchange policy between peers. In P2P eHealth data sharing scenarios, peers may need to exchange highly confidential data among them. Hence, there are some security threats that need to be considered using the protocol, any two peers that need to exchange data over an insecure medium can generate on-the-fly a secret session key by exchanging some system and session parameters. An important feature of the proposed protocol is that peers always generate a new session key for every new data exchange session; therefore, every session is completely independent with respect to the session key generation. The proposed protocol is robust against man-in-the-middle attack, masquerade attack and the replay.

**KEYWORDS** : e Health, P2P, On-The-Fly Session Key, ECC.

**INTRODUCTION**

There is a lots of research concerning frameworks and mapping issues among peers, the aspect of sharing data between trusted peers in an anonymous and secured way is given less attention. Due to the security holes, P2PDSS is not being adopted in a practical scenario such as eHealth data sharing systems. A peer in a P2P Data Sharing System (P2PDSS) works as a client/server according to the policy of data exchange between the peers, and it is a highly scalable system. The local databases on peers are called peer databases. In P2PDSS, there is no global mediated schema like in the traditional data integration systems, where a global mediated schema is required for data exchange. There is an increasing interest in the creation of peer-to-peer database systems, which includes establishing and maintaining mappings between peers, processing queries using appropriate propagation techniques, and exchanging data between peers [3, 11, 12, 13, 14].

P2P systems are successfully used in several domains such as: file sharing, computing power sharing and instant message exchange. Due to their "good" features, new domains aim to take advantage of these systems. In the public health domain, for instance, we can cite some examples : (i) a doctor in a hospital may want to share most of his own data with other colleagues and to hide a portion of his data for personal reasons (e.g. data of an experience concerning a new drug for Alzheimer's disease); (ii) a doctor treating ill person may want to access the databases of the family doctor and the pharmacy of his patient in order to know his medical history and (iii) several researchers around the world are working on a drug for disease want to share data stored in their databases during an experience.



*Fig 1. The peer to peer (p2p) architecture*

The acquaintances between peers are established with predefined policies and trust relationships without having a centralized security policy. But, centralized-trusted control system is needed for the public key infrastructure (PKI). Therefore, the existing conventional PKI is not suitable to apply in e Health P2PDSS. Recent progress of Elliptic Curve Cryptography (ECC) [1], Identity-Based Cryptography (IBC) [3], and Pairing-based cryptography (PBC) [2] show that it is feasible to implement PBC on ECC. It have shown that ECC consumes considerably less resources than conventional public key cryptography (PKC) for a given security level [4].

In order to achieve secured data exchange in an eHealth P2PDSS dynamic network, this protocol based on Identity Based Encryption (IBE) and ECC. Using bilinear properties, each peer in the network generates a dynamic secret session key based on the attributes mentioned in the query and the predefined data exchange policy. In this protocol, peers authenticate each other in a pair-wise fashion without a centralized authentication policy. The protocol is mainly a secure session key generation for secure data exchange between peers. In brief, our protocol has the following properties: (1) flexible message-oriented secure data exchange between peers (2) exchange of data between peers without any third party certificates (3) communication between peers could be as simple as a single TCP connection (4) both parties (i.e. source and target) authenticate each other during data exchange.

### **Objectives of the Work**

The main goal of the thesis work is to investigate security threads in *p2p data sharing system* that are raised in various existing file sharing systems in p2p network.

The overall objectives of my ME work are:

- 1) Analyzing and improving the peer to peer data sharing system ;
- 2) Analyzing various security threats in p2p data sharing system.
- 3) Analyze the possibilities various security measures to be taken for secure data exchange
- 4) Designing the Software Architecture, and
- 5) Developing a prototype for secured p2p data sharing system .

### **ANALYSIS OF PROBLEM.**

As with software implementation today most P2P software is insecure. It is well known that the installation of this software create new methods for malicious users to cause damage

There is a lots of research concerning frameworks and mapping issues among peers, the aspect of sharing data between trusted peers in an anonymous and secured way is given less attention. Due to the security holes, P2PDSS is not being adopted in a practical scenario such as eHealth data sharing systems. A peer in a P2P Data Sharing System (P2PDSS) works as a client/server according to the policy of data exchange between the peers, and it is a highly scalable system.

### **SYSTEM DESIGN**

In order to achieve secured data exchange in an eHealth P2PDSS dynamic network, in this project we presents a protocol based on ECC Based Encryption (IBE) and PBC. Using bilinear properties, each peer in the network generates a dynamic secret session key based on the attributes mentioned in the query and the predefined data exchange policy. In this protocol, peers authenticate each other in a pair-wise fashion without a centralized authentication policy. The protocol is mainly a query-based secure session key generation for secure data exchange between peers.

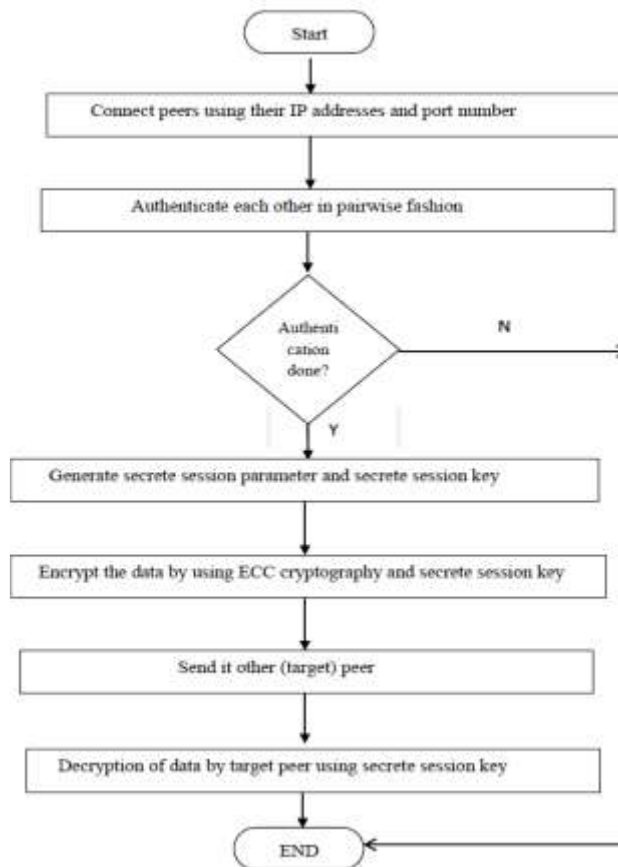


Fig: 3.2. Flow graph working of proposed system

**Cryptographic Primitives**

In this section, we describe some basic cryptographic primitives which are useful to implement and understand our proposed protocol.

Let  $G_1$  be an additive group and  $G_2$  be a multiplicative group of the same prime order  $q$ . Let  $P$  be an arbitrary generator of  $G_1$ . Note that  $aP$  denotes  $P$  added to itself  $a$  times. Assume that the discrete logarithm (DL) problem is hard in both  $G_1$  and  $G_2$ . We can think of  $G_1$  as a group of points on an elliptic curve over  $F_q$ , and  $G_2$  as a subgroup of the multiplicative group of a finite field  $F_q$  for some  $k \in \mathbb{Z}_q^*$ , where  $\mathbb{Z}_q^* = \{\xi \mid 1 \leq \xi \leq q-1\}$ . A mapping  $e: G_1 \times G_1 \rightarrow G_2$ , satisfying the following properties, is called a cryptographic bilinear map.

□ Bilinearity:  $e(aP, bQ) = e(P, Q)^{ab} = e(bP, aQ) \in G_2$  for all  $P, Q \in G_1$  and  $a, b \in \mathbb{Z}_q^*$ . This can be restated in the following way. For all  $P, Q, R \in G_1$ ; then  $e(P+Q, R) = e(P, R) e(Q, R) = e(Q, R) e(P, R) \in G_2$  and  $e(P, Q+R) = e(P, Q) e(P, R) = e(P, R) e(P, Q) \in G_2$ .

□ Non-degeneracy: If  $P$  is a generator of  $G_1$ , then  $e(P, P)$  is a generator of  $G_2$ . In other words,  $e(P, P) \neq 1$ .

□ Computable: A mapping is efficiently computable if  $e(P, Q)$  can be computed in polynomial-time for all  $P, Q \in G_1$ . Modified Weil Pairing [3] is an example of cryptographic bilinear map.

Let the group  $G_1$  represents the group of points on the elliptic curve  $E: Y^2 = X^3 + \alpha X + \beta \pmod{\tau}$ , where  $\tau$  is a prime number, then using the group  $G_1$ , we can define the following hard cryptographic problems applicable to our proposed protocol.

□ Computational Diffie-Hellman (CDH) Problem: Given a triple  $(P, aP, bP) \in G_1$  for  $a, b \in \mathbb{Z}_q^*$ , find if there exists any element  $abP \in E$ .

□ Decisional Diffie-Hellman (DDH) problem: Given a quadruple  $(P, aP, bP, cP) \in G_1$  for  $a, b, c \in \mathbb{Z}_q^*$ , decide whether  $c = ab \pmod{q}$  or not.

□ Gap Diffie-Hellman (GDH) Problem: A class of problems where the CDH problem is hard but the DDH problem is easy.

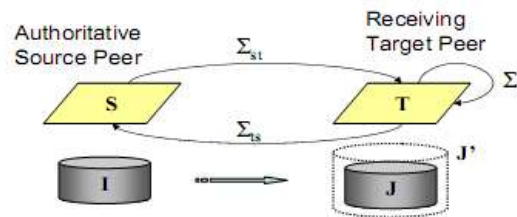
**Data Exchange Setup For P2DSS**

In this section, we introduce and study a framework, called peer data exchange, which is a generalization of data exchange and a special case of a full-fledged peer data management system. This framework models a situation in which there is interaction between two peers that have different roles and capabilities: one of them, called the source peer, is an “authoritative” or “trusted” peer that can contribute new data, while the other peer, called the target peer, imposes restrictions on the data that it is willing to accept, but has no permission or capability to modify the data of the source peer. In a peer data exchange setting, the relationship between the two peers is specified by constraints that go in either direction, that is, some are source-to-target constraints and others are target-to-source constraints; in addition, target constraints may be present. As in data exchange, the source-to-target constraints specify what data a source peer is willing to exchange.

Attributes are symbols taken from a given finite set  $U = \{A_1, \dots, A_k\}$  called the universe. We use the letters A, B, C, ... to denote single attributes and X, Y, ... to denote sets of attributes. Each attribute  $A_j$  is associated with a finite set of values called the domain of  $A_j$  and is denoted by  $dom(A_j)$ . Suppose  $X = \{A_1, A_2, \dots, A_k\} \subseteq U$ , with the elements  $A_i (1 \leq i \leq k)$  taken in the order shown,

then  $dom(X) \subseteq dom(A_1) \times dom(A_2) \times \dots \times dom(A_k)$ . A non-empty subset of  $U$  is called a relation schema  $R$ . A database schema is a finite collection  $\mathcal{R} = (R_1, \dots, R_m)$  of relation schemas.

Let  $S$  be a schema at a peer  $P_i$  and  $T$  be a schema at another peer  $P_j$ . If a data exchange policy is specified from  $S$  to  $T$ , then we call  $S$  a source schema and  $T$  a target schema. Each peer has instances corresponding to its schema. Next we discuss the data exchange settings. Generally, in data exchange settings [7].



**Fig2. Illustration of Peer Data Exchange**

source-to-target data exchange policies are constituted by a set of assertions of the forms

$$\Sigma_{st} = qS \rightarrow qT$$

where,  $qS$  and  $qT$  are two queries, respectively over the source schema  $S$ , and over the target schema  $T$ . Intuitively, an assertion  $qS \rightarrow qT$  specifies that the concept represented by the query  $qS$  over the sources corresponds to the concept in the target schema represented by the query  $qT$ . The assertions are basically tuple-generating dependencies [8]. Assertions can be specified as logical expressions of the form:

$$\forall x [\exists w \phi(x, w) \rightarrow \exists z \psi(x, z)]$$

where, the left-hand side (LHS) of the implication,  $\phi$ , is a conjunction of relation atoms over the schema of  $S$  and the right-hand side (RHS) of the implication  $\psi$  is a conjunction of relation atoms over the schema  $T$ . The policy expresses a constraint about the appearance of a tuple in the instance satisfying the constraint of the RHS, given a particular combination of tuples satisfying the constraint of the LHS. Basically, the policies provide a structural relationship of data between source and target as well as allowing data to be exchanged between the two. Through the policies, a source also exports part of its schema accessible to the target. The following is a simple example of a data exchange setting.

The shared attributes, confidential attributes and non confidential attributes can be defined as follows:

**Shared attributes:** Consider two peers  $P_i$  and  $P_j$  in a P2PDBS. Let  $S$  be a schema with a set of attributes  $U_s$  in  $P_i$  and  $T$  be a schema with a set of attributes  $U_t$  in  $P_j$ . Assume a policy  $\Sigma_{st} = qS \rightarrow qT$  between  $P_i$  and  $P_j$ . Let  $att(\Sigma_{st})$  denote the set of attributes exposed by  $P_i$  using the policy  $\Sigma_{st}$ . Therefore, the shared attributes, denoted by  $SA$ , are  $SA \subseteq U_s = att(\Sigma_{st})$ .

**Confidential attributes:** Consider a data sharing policy between two peers  $P_i$  and  $P_j$  is  $\Sigma_{st} = qS \rightarrow qT$ .

Let  $SA$  be the set of shared attributes. Therefore, the confidential attributes, denoted by  $CA$ , are  $CA \subseteq SA$ .

**Non-confidential attributes:** Consider a data sharing policy between two peers  $P_i$  and  $P_j$  is  $\Sigma_{st} = qS \rightarrow qT$ . Let  $SA$  be the set of shared attributes and  $CA$  be the set of confidential attributes. Hence, the non-confidential attributes, denoted by  $NCA$ , are  $SA - CA$ .

Private attributes: Consider the data sharing policy  $\Sigma_{st} = q_S \rightarrow q_T$  between two peers  $P_i$  and  $P_j$  and let  $SA$  be the set of shared attributes, the private attributes, denoted by  $PA$ , is  $U_s - SA$ .

### IMPLEMENTATION OF PROPOSED SYSTEM

Transferring information between peers. A peer  $P_i$  may request a transfer of information from a peer  $P_j$ , by sending a transfer request message to  $P_j$ .  $P_j$ , upon receiving this message checks whether it has the information item associated with the request. If  $P_j$  has the item then  $P_j$  transfers the requested information to  $P_i$ . If the information is transferred to  $P_i$ , then  $P_i$  becomes the owner of that copy of the information. The security requirements for information transfer are:

1. The transfer request message and the transfer of the information are confidential between  $P_i$  and  $P_j$ .
2.  $P_i$  and  $P_j$  are able to identify each other and thus determine the level of their trust relationship.
3. The information is transferred from  $P_j$  to  $P_i$  only if  $P_i$  is authorized to access that information.

To prevent the attacks, an "on-the-fly" security setup is needed between the source  $P_i$  and the target  $P_j$ , based on the query. Assume a source peer  $P_i$  with schema  $S$  and a target peer  $P_j$  with schema  $T$ . Also assume that based on the data exchange policy between  $P_i$  and  $P_j$  the shared attributes are classified as follows:

Confidential attributes (CA) =  $\{CA_1, CA_2, \dots, CA_m\}$

Non-confidential attributes (NCA) =  $\{NCA_1, NCA_2, \dots, NCA_p\}$

The purpose of the security protocol is to ensure secure data exchange when  $P_j$  requests data from  $P_i$  through a query  $Q$  that contains confidential attributes as well as non-confidential attributes. Assume a query  $Q_t$  at any time instance  $t$  is requested from  $P_j$  to  $P_i$ . Before forwarding the query  $Q_t$ ,  $P_j$  generates system as well as session parameters.

*System parameters:*

System parameters (e.g. group, bilinear map, hash function) are used for generating secret session keys for data exchange between peers. Depending on the mutual agreement between peers, system parameters may be fixed for each data exchange session or they may be changed for each session.

*Session parameters:*

Session parameters (e.g. dynamically generated id of peers, random number in  $Z_q^*$ , random numbers) are used for a specific data exchange session in order to generate the secret session key. These parameters are dynamic for each session of data exchange. In order to request data from  $P_i$ , peer  $P_j$  generates the following system and session parameters.

*System parameters:*

$G_1$ , an additive group of prime order  $q$ .

- $H_1: \{0,1\}^* \rightarrow G_1$ , a collision resistant cryptographic hash function which maps from arbitrary-length strings to points in  $G_1$ .

*Session parameters:*

- $IDP_j = H_1(P_j^\gamma) \in G_1$ , a dynamically generated id of peer  $P_j$ , where  $\gamma$  is a random number. After creating the parameters  $\langle G_1, H_1, IDP_j \rangle$ , peer  $P_j$  sends the parameters with the query  $Q_t$  to  $P_i$ . When  $P_i$  receives the parameters and the query, it identifies the confidential and non-confidential attributes. Assume  $P_i$  identifies the following confidential and non-confidential attributes from the query  $Q_t$ : Confidential attributes in  $Q_t$ , denoted by  $CA_{Q_t} = \{QCA_1, QCA_2, \dots, QCA_m\} \subseteq CA$  Non-confidential attributes in  $Q_t$ , denoted by  $NCA_{Q_t} = \{QNCA_1, QNCA_2, \dots, QNCA_p\} \subseteq NCA$  When  $P_i$  receives the parameters from  $P_j$ , it also generates system and session parameters for computing a secret session key for the authentication of  $P_j$  and for encryption of the query result,  $Q_t R$ . The generated parameters are given below.

*System parameters:*

- $G_2$ , a multiplicative group of the same prime order  $q$  as the order of the additive group  $G_1$ .
- A bilinear map  $\sim e: G_1 \times G_1 \rightarrow G_2$ .
- $H_2, H_3$ , two collision resistant cryptographic hash functions.  $H_2: \{0,1\}^{n-k} \times \{0,1\}^k \rightarrow Z_q^*$ , where

$Z_q^* = \{\mu \mid 1 \leq \mu \leq q-1\}$ .  $H_3: \{0,1\}^* \rightarrow \{0,1\}^\lambda$ ; a mapping from arbitrary-length strings to  $\lambda$ -bit fixed length string.

*Session parameters:*

- An ID  $IDP_i = H_1(P_i^\zeta) \in G_1$ , where,  $\zeta$  is a random number.
- A random number  $R_i$ -SESSION which is used for generating the authentication code  $Aut_0$ . Depending on the confidential and non-confidential attributes,  $P_i$  now generates the secret session key  $KS_i$  and authentication code  $Aut_0$  using its own parameters and the parameters of  $P_j$ . The generation and purpose of  $KS_i$  and  $Aut_0$  are discussed as follows:

**Secret Session Key and Authentication Code**

In identity-based crypto there is generally a private key generator (PKG) which entities use in order to obtain their private keys. This is a trusted authority (like a CA in a PKI). In our proposed protocol there is no PKG but still our protocol works properly. In this proposed security protocol, the responsibilities of a PKG are mutually performed by the source and the target. The source  $P_i$  computes a shared secret element in  $Z_q^*$ , called a shared secret parameter and denoted as  $\sigma$  based on the query attribute sets  $CAQ_t$  and  $NCAQ_t$  as follows:

$\sigma = H_2(NCAQ_t \times CAQ_t) \in Z_q^*$   $P_i$  also computes another shared secret identity in  $G_1$ , called shared secret identity, denoted by  $IDSP$  based on the query attribute set  $CAQ_t$  as follows:

$$IDSP = H_1(CAQ_t) \in G_1$$

Depending on the query attributes, session key  $KS_i$  for each session is generated by the source  $P_i$  as follows:

$$\begin{aligned} KS_i &= \sim_e(IDP_i + IDP_j, \sigma IDSP) \\ &= \sim_e(IDP_i, \sigma IDSP) \sim_e(IDP_j, \sigma IDSP) \\ &= \sim_e(IDP_i, IDSP) \sigma \sim_e(IDP_j, IDSP) \sigma \end{aligned}$$

Source  $P_i$  also generates authentication code  $Aut_0$  as follows:

$Aut_0 = H_3(KS_i || IDP_i || IDP_j || Ri-SESSION || 0)$  where  $Ri-SESSION$  is a random number generated by the source  $P_i$  to distinguish every session from each other so that a replay attack cannot take place on the communication. Finally, source  $P_i$  sends the system parameters  $\langle G_2, \sim_e, H_2, H_3 \rangle$  including the session parameters  $\langle IDP_i, Ri-SESSION, Aut_0 \rangle$  to the target  $P_j$ . After receiving the system parameters as well as session parameters from the source  $P_i$ , target  $P_j$  generates  $\sigma$  and  $IDSP$ . Finally target  $P_j$  computes a session key  $KS_j$  as follows:

$$\begin{aligned} KS_j &= \sim_e(IDP_j + IDP_i, \sigma IDSP) \\ &= \sim_e(IDP_j, \sigma IDSP) \sim_e(IDP_i, \sigma IDSP) \\ &= \sim_e(IDP_j, IDSP) \sigma \sim_e(IDP_i, IDSP) \sigma \\ &= \sim_e(IDP_i, IDSP) \sigma \sim_e(IDP_j, IDSP) \sigma \\ &= KS_i \end{aligned}$$

Target also computes the verification code  $Ver_0$  as follows:

$Ver_0 = H_3(KS_j || IDP_i || IDP_j || Ri-SESSION || 0)$  The verification code  $Ver_0$  is computed to verify the authentication code  $Aut_0$  of  $P_i$ . Target  $P_j$  compares  $Ver_0$  with  $Aut_0$ ; if  $(Ver_0 = Aut_0)$  then target generates another authentication code  $Aut_1$  as follows:

$Aut_1 = H_3(KS_j || IDP_i || IDP_j || Rj-SESSION || Ri-SESSION || 1)$  where  $Rj-SESSION$  is a random number generated by the target and different from each session so that replay attack (request to source) cannot take place in the communication. Finally,  $P_j$  sends  $\langle Aut_1, Rj-SESSION \rangle$  to source  $P_i$ . Upon receiving  $\langle Aut_1, Rj-SESSION \rangle$  from the target  $P_j$ , source  $P_i$  generates another verification code  $Ver_1$  as follows, and compares it with  $Aut_1$ .

$Ver_1 = H_3(KS_i || IDP_i || IDP_j || Rj-SESSION || Ri-SESSION || 1)$  If  $Ver_1$  matches  $Aut_1$ , i.e.  $(Ver_1 = Aut_1)$  then source peer sends the data of the query result  $Qt R$  by encrypting it with the private session key  $KS_i$ . For distinguishing the computation of authentication codes by the source and the target and the communication of the authentication codes between the source and the target, "0" and "1" are used.

**Secure Authenticated Data Exchange**

After authentication between the source and the target, source  $P_i$  generates a message authentication code, denoted by  $MACMESSAGE$  on query result  $Qt R$ , which is computed as  $MACMESSAGE = H_3(Qt R)$ . The source also encrypts  $QtR$  with its secret session key  $KS_i$ , denoted by  $CIPHER Qt R$ , which is computed as  $CIPHER Qt R = EKS_i(Qt R)$ , where  $EKS_i$  means encryption using the session key  $KS_i$ . Finally,  $P_i$  sends the following packet to  $P_j$ :  $\langle IDP_i, CIPHERQtR, MACMESSAGE, IDP_j \rangle$  After receiving the packet,  $P_j$  decrypts  $CIPHERQtR$  with the session key  $KS_j$  denoted as  $DKS_j(CIPHERQtR)$  and generates the verification message authentication code, denoted by  $VERMESSAGE$ , which is computed as follows:

$$VERMESSAGE = H_3(DKS_j(CIPHERQtR))$$

Finally,  $P_j$  compares  $VERMESSAGE$  with  $MACMESSAGE$ . If  $VERMESSAGE = MACMESSAGE$  then the data is accepted.

The step-by-step procedure of the proposed protocol :

STP 1: A query  $Qt$  is generated at the target  $P_j$ .

STP 2: Target  $P_j$  determines group  $G_1$ , hash function  $H_1$  and performs the following steps:

2.a: Generates an ID  $IDP_j$  ;

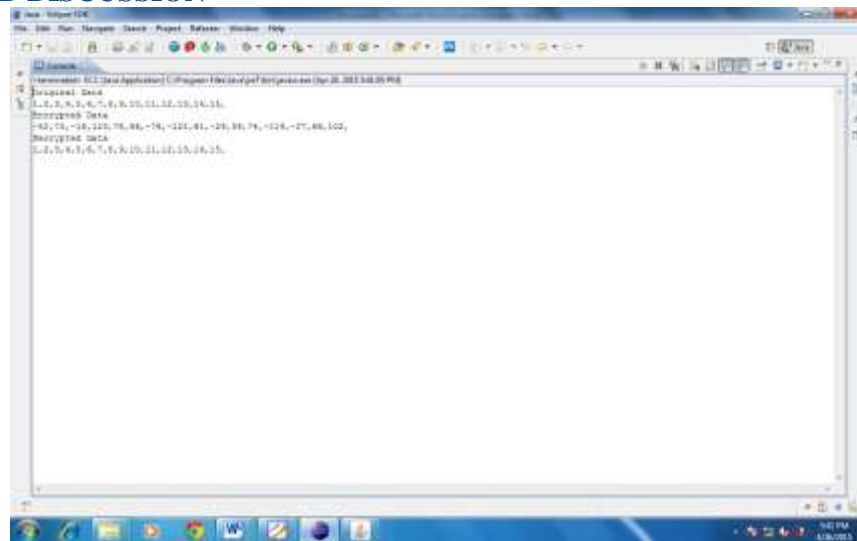
2.b: Sends  $\langle G_1, H_1, Qt, IDP_j \rangle$  to the source  $P_i$ .

STP 3: Source  $P_i$  executes the query  $Qt$  on its local database and performs the following steps:

3.a: Determines group  $G_2$ , bilinear mapping function  $\sim_e$ , and cryptographic hash functions  $H_2$  and  $H_3$ .

- 3.b: Generates an ID ID<sub>Pi</sub>, a random number Ri-SESSION.
- 3.c: Generates secret session key K<sub>Si</sub>, authentication code Aut0.
- 3.d: Sends <G2, ~e, H2, H3, ID<sub>Pi</sub>, Ri-SESSION, Aut0> to P<sub>j</sub>.
- STP 4: Target P<sub>j</sub> generates session key K<sub>Sj</sub>, verification code Ver0.
- 4.a: Generates R<sub>j</sub>-SESSION; and Compares Ver0 with Aut0; if Ver0 = Aut0 then generates Aut1.
- 4.b: Sends < R<sub>j</sub>-SESSION, Aut1 > to the source P<sub>i</sub>.
- STP 5: Source P<sub>i</sub> generates verification code Ver1.
- 5.a: Compares Ver1 with Aut1; if Ver1 = Aut1 then generates message authentication code MACMESSAGE.
- 5.b: Encrypts query result Qt R, with the session key K<sub>Si</sub>, denoted as CIPHERQtR;
- 5.c: Sends < ID<sub>Pi</sub>, CIPHERQtR, MACMESSAGE, ID<sub>Pj</sub> > to the target P<sub>j</sub>.
- STP 6: Target decrypts CIPHERQtR with session key K<sub>Sj</sub>; generates verification message authentication code VERMESSAGE; compares VERMESSAGE with MACMESSAGE; if VERMESSAGE = MACMESSAGE then data is exchanged successfully.

### RESULTS AND DISCUSSION



Scr1: ECC demonstration for encryption



Scr2: Encryption of data with secrete session key

```

SecureP2P_Sharing.java  Testing_Peer2Peer.java  ECC.java  SecureP2P_SharingDoctor.java
public static byte[] decrypt(byte[] data, byte[] key)
{
    byte[] tmp = new byte[data.length];
    byte[] bloc = new byte[16];
    key = paddingKey(key);
    curveValues = generateCurvePoints(key);

    int i;
    for (i = 0; i < data.length; i++)
    {
        if (i > 0 && i % 16 == 0)
        {
            bloc = decryptCurvePortion(bloc);
            System.arraycopy(bloc, 0, tmp, i - 16, bloc.length);
        }

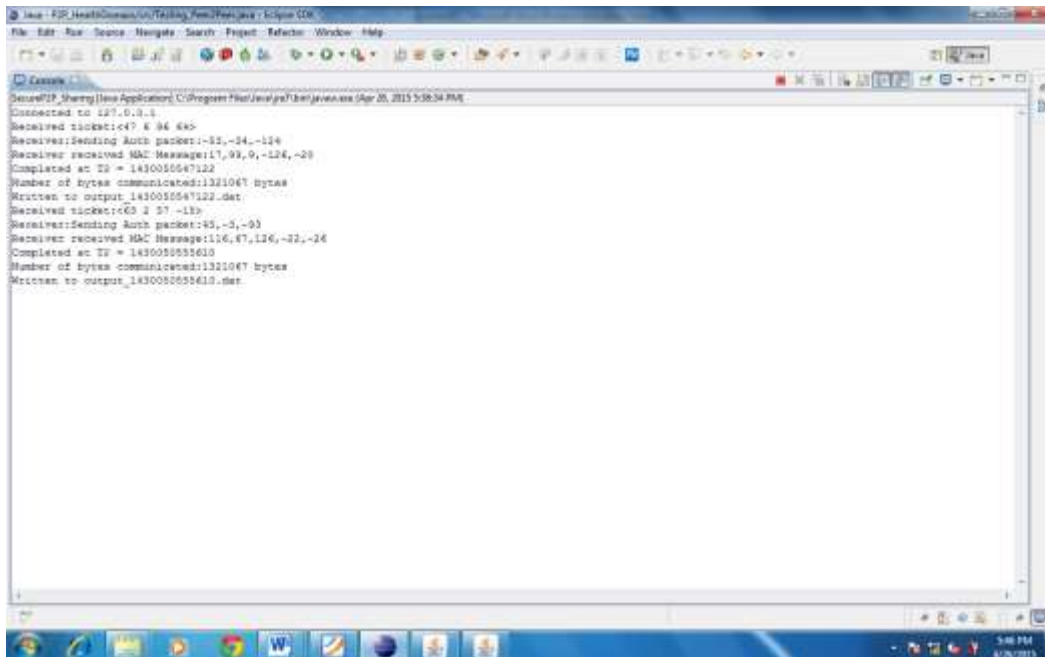
        if (i < data.length)
            bloc[i % 16] = data[i];
    }

    bloc = decryptCurvePortion(bloc);
    System.arraycopy(bloc, 0, tmp, i - 16, bloc.length);

    tmp = deletePadding(tmp);
    if (data.length > 100)
        tmp = data;

    return tmp;
}
    
```

*Scr3: Decryption of data at target peer*



*Scr4: Sharing of data from one peer to another*

**Attack analysis**

In our protocol the secret keys  $KS_i$  and  $KS_j$  are generated based on the confidential and the non-confidential attributes that are only shared between the source and the target peers. Therefore, an intruder node cannot generate a session key in the middle of a data exchange session between two peers. Thus, man-in-the-middle attack is not effective on the proposed protocol. A masquerade may be attempted through the use of stolen logon IDs and passwords, through finding security gaps in programs, or through bypassing the authentication mechanism. In this proposed protocol, peers authenticate each other before exchanging data. Furthermore, in every session of data exchange between peers, parameters (session/system) are generated dynamically. The session parameters  $\langle Ri-SESSION, Aut_0, Aut_1, Rj-SESSION \rangle$  are completely different in each session. Hence, by storing these session parameters and using these parameters in challenge/response session during authentication phase, an intruder



node cannot pass the authentication process. Therefore, the intruder cannot pretend to be a valid peer in the data exchange. Thus, a masquerade attack is prevented.

## CONCLUSION

We have implemented Secure data exchange protocol for P2PDSS in public health domain using pairing-based cryptography and ECC for encryption in java. Using this technique any two peer can communicate over insecure medium by generating new session key for each data exchange session making every session independent of previous which helps to avoid man in middle attack and Masquerade Attack and reply attack.

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